# PALETTE iRFU 1.0
# USER MANUAL

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# Overview

- System
    - Connect to a console from here
    - Also a home for the remotes settings
    - This is the section you'll be in at startup
- Main Control Pad
    - This is where most of the action happens
- Attribute Controls
    - Color Picker, Pan/Tilt and some other controls are here
- Button Array
    - Aka – Century Array, Button Pad and 5x5 Array
- Cues
    - Cue display and Cuelist controls
- Looks
    - A virtual fader panel
    - Accessed by rotating you device to the LEFT
- Fixture Grid
    - Visual display of fixtures or outputs and their intensities
    - Accessed by rotating you device to the RIGHT

# Requirements

## Supported Devices

iPod Touch 3rd and 4th Generation with iOS 4.0 or higher

iPhone 3GS and iPhone 4 with iOS 4.0 or higher

iPad and iPad 2 with iOS 4.0 or higher will run Palette iRFU – however it has not been optimized for these larger devices.

## Lighting Console

Any console running PaletteOS **10.8.3** or greater is compatible with Palette iRFU.

## Connectivity

You will need a wireless access point supporting IEEE 802.11g as a minimum – it must be connected directly to the console or be able to see the console via a local area network.

A strong wifi signal is required. You may need several wireless access points to adequately cover your work space.

The console must have a static ip address – which can be set from the Network section in the control panel.

**Palette iRFU utilizes a telnet connection on port 23.**
In larger organizations it's likely your IT department is blocking this port and you will need to arrange for it to be opened to your console. However It may be more feasible to setup a dedicated wireless network separate from the organizations network for your performance space. This will bypass the complications of dealing with a large network infrastructure.

**For help setting up a wireless network please consult your IT department or local IT professional.**

# First Steps

So you've downloaded and installed Palette iRFU – Now what?

1. Make sure you are connected to a wireless access point that can see your console.
2. Start Palette iRFU on your device – it will start up in the connections window.
3. Tap the + in the top right hand corner to create a new connection – it will appear in the list below.
4. Tap the blue arrow to the right – This brings up the Connection Edit window
5. Enter a useful description for your console – such as 'National Theatre Main'
6. Using the spinner, dial in the IP address of your console
   You can also use the quick select buttons at the bottom to quickly spin to some common IP Address starting points
7. Tap 'Save' in the Top right hand corner – You'll jump back to the connections window
8. Tap the description you just entered – if all goes well, it will show 'Connected'
9. That's it – you're up and running!

If all doesn't go well – any number of alert messages may pop up, with a brief description. Here's the most common to help with troubleshooting:

- 'Host is Down' or 'Timeout while waiting for response'
  - Check the IP address your connecting to is correct
  - Check firewalls are not blocking your access to the console
  - Check the console and wireless access point are on the network/vlan/subnet
- 'Connection Refused'
  - The console is actively rejecting the connection – Check firewalls are not blocking your access
  - Or you've tried to connect to a reserved IP address – such as 0.0.0.0

**If you are unable to connect to your console please consult your IT department or local IT professional for assistance.**

# SETTINGS

The settings are accessed by tapping the Settings button at the top left in the System Tab.

The various settings will be discussed throughout the manual.

# Main Control Pad

## Overview

The Main Pad operates much like using the command line on your console, although it is greatly simplified.

## The Display

The display is 2 parts. The main part shows the command you are entering of have just executed. The upper small text shows either you current fixture selection or 'Output Mode' signifying that you are about to directly control an output.

In most cases a * will be shown at the of the command once it has been executed.
Once a command has been executed you do not need to clear the screen with [clr] (of course you can if you like). Simply start typing the new command.

## Control Pad Functions

### Set Fixture Intensity

This is the same as on you console:

**[# (fixtures)] [@] [# (intensity percent)] [Enter]**

Groups of fixtures are possible with the syntax as the console: eg. 3 thru 17 + 56 - 7 thru 10

### Quick Intensity Changes

**[# (fixtures)] [On/Off]** - to quickly go to full of zero.

**[# (fixtures)] [Rem]** - Remainder Dim, takes out all other fixtures and sets the intensity of the selected fixtures to your consoles default RemDim value.

You can quickly go to the next or previous fixture with **[Next]** and **[Prev].**
At first press - they will zero intensities of the remotes selection and set the last selected fixture to the last known intensity. After that the sequence continues by zeroing the current fixture and bring the next or previous fixture to that intensity.

Once fixtures have been selected by the remote, there is no need to re-type the selection if you want to use the same fixtures. The current selection is displayed at the top of the screen.

To clear the selection - hit **[Clr]** twice.

### Parking a fixture

You can park the remotes fixture selection at anytime with **[Park]** - a dialog will appear asking whether to Park or UnPark the selected fixtures.

### Set Look Intensity

The same as for fixtures – except hit [Look] first.

**[Look] [# (look number)] [@] [# (intensity percent)]**

The quick changes apply – except for **[Next]** and **[Prev]**

### Change the Target Lookpage or Cuelist

At any time after pressing **[Look]** or **[Cue]** you can change the target page with [Next] and [Prev] buttons.

### Record

You can record cues and looks from the Control Pad.

Firstly set your state, then press:

**[Look or Cue] [#] [Rec]** at this point a dialog will appear asking you whether or the state should replace or merge with an existing state. Replace will overwrite the look or cue (if it exists). Merge will merge them together.

**Cues and Looks will only record the attributes listed in its properties.**

**No warnings will be issued about overwriting an existing state**

## Output Controls

You can capture and park outputs directly using Output Mode.

Press **[Output]**

The display will change color, the small display text will read 'Output Mode' and several buttons will disappear.

### To set an output:

**[# (Ouput)] [@] [# (DMX value)] [Enter]**
**[# (Output)] [On or Off]**

### To release an output:

**[# (Output)] [Rel]**

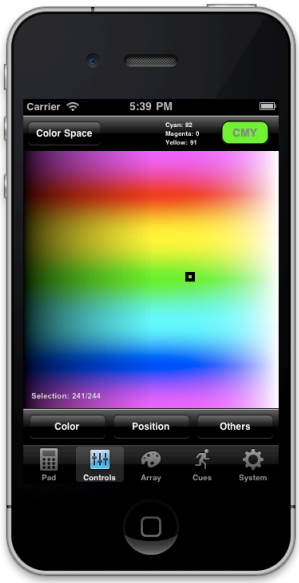
### To park/unpark an output:

**[# (Output) [@] [# (DMX value)] [Park]** – A dialog will appear asking whether to Park or UnPark the fixture.

**Outputs can be entered as a direct output number or by universe. Eg. 2.1 is the same as 513.**

**Only 1 output can be accessed at a time from the remote**

# Attribute Controls




These controls work with the remotes selection as entered form the Main Pad. If no selection is available – nothing will happen.

Where attribute values are displayed, they refer to only the LAST fixture selected on the remote.

## Color Picker

The Color Picker is designed for 3 color fixtures and work in a similar fashion to it's counterpart on the console.

Please note that the Picker sets the fixtures color space to the default color space on your console – Use the [Space] button to set the remotes picker to your default color space for proper color selection.

## Position Pad

The Position Pad provides a joystick like surface to assist with moving lights.

It works by calculating how far your touch is out of the center of the circles and moves a proportional amount of degrees. The further form center – the further they will move.

A move takes place every 0.3 of a second that your finger is touching.

The sensitivity can be adjusted in the settings (PP Sensitivity). Sliding to the left will mean small movements with higher precision. To right will allow for large movements at the expense of fine control.

## Misc

Several other attributes are located here, with simple + and – buttons for tweaking.

## Button Array

Group, Position, Color and Other palette access.

This emulates the array on your console.

**Please note that using the array may interrupt an operator at the console.**

Each bank can be set (in the settings) to one of 2 modes – Select or Apply.

In the settings under 'Button Array' setting the banks apply to ON is apply, OFF is select.

Select will collect the selection the button makes on the console and add it to the selection on the remote.

Apply will apply the palette the remotes selection.

**It is important that these settings match the array setup in you console – for instance if you set a bank to Select, but the console only has that bank set to apply, it will not work.**

**Select is for Selecting fixtures – eg. Group**

**Apply is for applying attribute palletes to the given selection – eg. Position, Color and Other.**

## Cue Controls

From here you have access to every cuelist in your current show. You have access to Go / Stop and Release buttons. You can also goto a cue by double tapping it in the list.

Cuelist controls are disabled at startup. Each time you start Palette iRFU you will need to activate them in the settings.
If you try to control a cuelist while they are disabled – a dialog will appear asking whether you want to really do it.

Change the displayed cuelist by tapping the cuelist button in the lower right of the screen. A spinner will appear from which you can select a cuelist. The cueslist controls will point to the cuelist as soon as it is selected – there is no need to switch back to the cues view to control it.

**Note: Only the latest running cue is marked with its time remaining.**

You can also view the current and next cues with extended space for the cue label by tapping the Two Cue button.

## Virtual Looks

The Virtual Looks window can be accessed by rotating your device to the LEFT so it's on its side.

Change the displayed lookpage by tapping the lookpage button in the lower right of the screen. A spinner will appear from which you can select a lookpage. The lookpage controls will point to that page as soon as it is selected.

[All Off] will bring each look in the current lookpage (including those above the remotes max looks limit) to zero. With the exception of Inhibitive looks – which are ramped to full, and exclusive looks which are left un-touched.

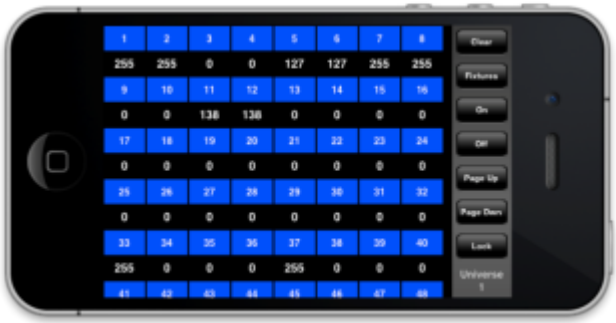
[Lock] will lock the Virtual Looks window on the screen – So rotating your device will not matter.

## Grid

The Grid window can be accessed by rotating your device to the RIGHT so it's on its side.

The Grid defaults to showing fixtures in the show. While showing fixtures a red box is placed around each fixture in the remotes current selection. You can alter the selection by tapping a fixture.

You can see a fixtures patch information by holding a touch on a fixture for half a second and releasing. Tap the screen to close the patch info window.




[On / Off] sets the current selection's intensity to full or zero.

Tap [Output] to switch to Output Mode. One universe is displayed to each page

[Page Up / Down] will show the next block of 256 fixtures or 512 outputs

[Lock] will lock the Grid window on the screen – So rotating your device will not matter.

# Appendix A – Remote Hard Limits

| | |
|---|---|
| Max Cuelists read: | 100 |
| Max Cues read per Cuelist: | 500 |
| Max Lookpages read: | 100 |
| Max Looks read per Lookpage: | 64 |
| Fixtures shown per page: | 256 |
| Outputs shown per universe: | 512 |
| Max fixtures/Outputs: | Unlimited |

Any items above these limits are not accessible from Palette iRFU.